

WINSWAP 2.0: A DOS application to make your Windows life easier

WINSWAP was first written to help me manage my *WIN.INI* and *SYSTEM.INI* files. I bought a fax board which included Windows fax software. The fax software changed some lines in my *WIN.INI* and *SYSTEM.INI* files that prevented some other software from working properly (don't you hate that?). Specifically, the fax software had a replacement for Windows' *COMM.DVR* that Crosstalk/Win did not like.

I tracked the problem down to one line in each file, and was able to undo the changes to get Crosstalk/Win working. Since I am not a regular fax user, I did not think I would mind hand editing the *.INI* files each time I did need to use the fax. The lines looked like this:

In WIN.INI:

```
;load=FAXitSch C:\MOUSE\POINTER.EXE clock.exe  
load=C:\MOUSE\POINTER.EXE clock.exe
```

In SYSTEM.INI:

```
;comm.drv=faxcom.drv  
comm.drv=comm.drv
```

I quickly, however, did tire of hand editing these files. So, I decided the best way to solve the problem was to have two separate *WIN.INI* and *SYSTEM.INI* files. I would then use a *.BAT* file from DOS to swap the files in and out before I loaded Windows. That worked fine until I made a change to the Windows Desktop while one set was active. When I activated the other set of *.INI* files, the changes were "gone."

Enough was enough. I decided to write a DOS application to handle these situations. I had a few prerequisites in mind. First, the program HAD to be easy. I was trying to make less work for myself in the long run, after all. Second, it had to require no outside support files. All setups and changes had to be internal to the *.INI* file so when a Windows app made a change (like Control Panel does, or like any new Windows app is bound to do), no other files had to be modified.

So I came up with WINSWAP. With WINSWAP, you "tag" groups of lines in your *.INI* files that will be swapped. One group is active while all others are inactive (commented out by placing a semi-colon in front of the line). For each tag, you can have up to ten groups. The following are the new lines from my files:

In WIN.INI:

```
;SWAP fax 1  
;load=FAXitSch C:\MOUSE\POINTER.EXE clock.exe  
;SWAP fax 2  
load=C:\MOUSE\POINTER.EXE clock.exe  
;SWAP fax END
```

In SYSTEM.INI:

```
;SWAP fax 1
;comm.drv=faxcom.drv
;SWAP fax 2
comm.drv=comm.drv
;SWAP fax END
```

The "tag" is the middle part of the string ";SWAP tag 1", where "tag" is any string up to 20 characters long. In this case, the tag is "fax". Case is ignored, so "fax" is the same as "FAX". The tag is preceded by the WINSWAP prefix ";SWAP" and is followed by a number to identify this group (0-9). You can have up to ten groups per instance of a tag. Each tag set must be terminated by the string ";SWAP tag END". WINSWAP will refuse to process a file if the end tag is not present.

A suggestion for finding out which lines need to be tagged: If you now have two different copies of, say, *SYSTEM.INI*, and you use one for Windows' standard VGA and the other for your video card's 800x600 mode, then you can use DOS's 2 command. For example, if your standard VGA file is *SYSTEM.VGA* and the 800x600 file is *SYSTEM.800*, then type: FC SYSTEM.VGA SYSTEM.800 <ENTER>. Here is an example from my system:

```
Comparing files SYSTEM.VGA and SYSTEM.800
***** SYSTEM.VGA
keyboard.drv=keyboard.drv
386grabber=VGA.3GR
oemfonts.fon=vgaoem.fon
***** SYSTEM.800
keyboard.drv=keyboard.drv
386grabber=VGA30.3GR
oemfonts.fon=vgaoem.fon
*****

***** SYSTEM.VGA
fonts.fon=vgasys.fon
display.drv=VGA.DRV
SCRNSAVE.EXE=C:\WINDOWS\SSSTARS.SCR
***** SYSTEM.800
fonts.fon=vgasys.fon
display.drv=VGA800.DRV
SCRNSAVE.EXE=C:\WINDOWS\SSSTARS.SCR
*****

***** SYSTEM.VGA
keyboard.typ=Enhanced 101 or 102 key US and Non US keyboards
display.drv=VGA

***** SYSTEM.800
keyboard.typ=Enhanced 101 or 102 key US and Non US keyboards
display.drv=OAK VGA 800x600 16 colors

*****

***** SYSTEM.VGA
ebios=*ebios
display=*VDDVGA
keyboard=*vkd
***** SYSTEM.800
ebios=*ebios
display=VDDOKVGA.386
keyboard=*vkd
*****
```

As you can see, there are four places where my two files differ. FC will show you the line that is different in each file, surrounded by the lines before and after the difference. By combining the eight lines in the main *SYSTEM.INI* file, with a tag of VGA, you will eliminate the double effort of maintaining several *SYSTEM.INI* files. These lines would now be:

```
;SWAP VGA 1
386grabber=VGA.3GR
;SWAP VGA 2
;386grabber=VGA30.3GR
;SWAP VGA END
....
;SWAP VGA 1
display.driv=VGA.DRV
;SWAP VGA 2
;display.driv=VGA800.DRV
;SWAP VGA END
....
;SWAP VGA 1
display.driv=VGA
;SWAP VGA 2
;display.driv=OAK VGA 800x600 16 colors
;SWAP VGA END
....
;SWAP VGA 1
display=*VDDVGA
;SWAP VGA 2
;display=VDDOKVGA.386
;SWAP VGA END
```

Note that in each set of swap lines, I only swap one line at a time. In your files, as many lines can be swapped as you wish. For example, you may wish to have one set of swap lines in *WIN.INI* to include all of your font files in Windows as it loads, and another to include just five or ten font files. Its all up to you.

If you do not maintain separate *SYSTEM.INI* files, but wish to use WINSWAP, make a copy of *SYSTEM.INI*, make your changes using the Control Panel, or Windows Setup, or whatever, and FC the copy with *SYSTEM.INI* when the change is done. Also, when making such a major change as this, make copies and check your *WIN.INI* file, too. Better safe than sorry.

I wish to caution the user to be very careful when editing any .INI file. Make backups and do not delete those backups until you are sure that the changes work! This whole procedure should ONLY be done by those who are comfortable editing the .INI files by hand.

The syntax for WINSWAP is:

```
winswap [/q] [/?] tag [drive][path]inifile[ext] [num]
```

For example, when I need to swap in my fax lines, I type:

```
winswap fax win 1
```

winswap fax system 1

To swap out the fax lines, I use the same commands, with num equal to 2. Note that in the syntax line above, num is in brackets ([num]). This means that num is optional. If you do not provide WINSWAP with num, 1 will be assumed.

Note that I do not need to type the full pathname of the files (for example, *C:\WINDOWS\WIN.INI*). WINSWAP does the following with the inifile parameter: First, it looks for an exact match (*WIN*). If that is not found, it tacks the *.INI* extension on the end (*WIN.INI*). Failing that, the WINDOWS directory is attached (*\WINDOWS\WIN.INI*). If no match was yet found, the C drive is specified (*C:\WINDOWS\WIN.INI*). Finally, all drives from D to Z are scanned. If after all this, no matching file is found, then WINSWAP fails. This sequence works wonderfully on my system. Your system setup may be different, though, so more specific filenames may be needed.

A word of caution: since the program will search all drives for the file you specify, it is conceivable that WINSWAP could find and attempt to change an *.INI* file located on a network drive. I have little experience with this type of setup, so I could provide no protection from this. However, WINSWAP will not (cannot) edit a Read-Only file. Also, note that the program will not change anything you specify. Some examples: if you specify *WIN.SYD* on the command line, *WIN.INI* will not be tried; if you specify *C:WIN.INI*, no other drives will be tried.

As alluded to earlier, WINSWAP will find and swap multiple instances of the tag in a file. In other words, tag X may exist many times in your file, and each will be acted upon.

The following is the usage message generated by WINSWAP if you do not provide enough information (or too much) to the program, or if the */?* parameter is passed:

```
winswap [/q] [/?] tag [drive][path]inifile[ext] [num]
/q      - Only error messages will print
/?     - Prints this message
tag    - Tag in the ";SWAP tag" line in the .INI file
drive  - Disk drive of .INI file. "C:" is assumed
path   - Path of .INI file. "\WINDOWS\" is assumed
ext    - Extension of .INI file. ".INI" is assumed
num    - Number to activate (1-9 or 0, 1 is default)
```

The following is a list of other error messages that you may see. Most are self-explanatory. An explanation follows those that may not be:

```
winswap: Swap tag too long (max: 20)
winswap: file pathame too long
winswap: invalid or too many parameters
winswap: too few parameters
winswap: unable to open [filename]
winswap: specify numbers only for num (1-9,0)
```

```
winswap: [filename] is marked READ ONLY
```

The file that you specified on the command line is marked read only.

WINSWAP cannot operate on read-only files.

```
winswap: could not open source file
```

The source file (the file to be changed) could not be opened. Check to be sure the file exists.

```
winswap: could not open temp file
```

The file *WINSWAP.WSP* could not be opened in the directory that the source file exists in. Check to be sure the deirectory or drive is not read only.

```
winswap: tag [tag] does not exist
```

The tag specified is not in the file specified. Check the tag line for the proper format (";SWAP tag num").

```
winswap: tag end does not exist
```

Though a tag was found, an end tag (or form ";SWAP tag END") wa snot found.

```
winswap: Swap done
```

The swap was successful. This message may be suppressed by passing the /q parameter to the program.

WINSWAP exits with a return value of 0 if successful, and with a 1 if not.

Special Note for users of DOS 6 using Delete Sentry: The file *WINSWAP.WSP* is created and deleted each time WINSWAP is run. You may want to add this file to your *UNDELETE.INI* file's [sentry.files] section so that it will not be saved. Other Delete Sentry-type programs may have similar capabilities, but I have not used them, so I cannot advise on their use.

Special Note for users of GEOS: The GEOS ini files seem to follow the same pattern as Windows ini files, and you should be able to use WINSWAP with GEOS.

The previous version of WINSWAP was freeware. It allowed only the swapping of two lines per tag set. Based on user suggestions, this new version of the program was written. With the new features, WINSWAP becomes shareware. I ask that if you find WINSWAP of use to you, and you use it regularly, that you pay the measly \$15 registration fee. See the file *PRICE.LST*, included in the ZIP file, for more details.

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